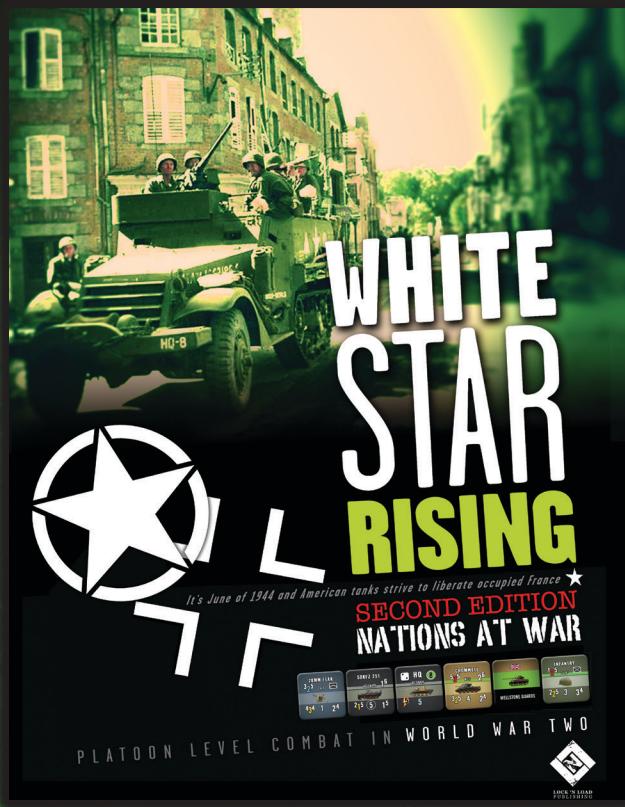


NATIONS AT WAR

SECOND EDITION



WHITE STAR RISING
CLARIFICATIONS AND CORRECTIONS Rev 2.2

3.0 White Star Rising

3.1 Box Back

No Clarifications or Corrections at this time.

3.2 Player Aids

The following Player Aid Cards have Clarifications and Corrections.

Terrain Effects Chart [Correction]

The Following entries are incorrect. They read as follows:

- **Hill** - Under Movement Cost should read “+1 if entered from ground level”
 - **Wooded Hill**- Should read “1 for ST, 2 for HT, +1 if entered from ground level”
 - **Wrecks** - under movement cost should read “+1 for HT”

3.3 Maps

No Clarifications or Corrections at this time.

3.4 Module Rules

Tutorial scenario Page 11

- **Step 16:** where it says “the to-hit number is 5” it should be “6” not “5”

Page 5, 1st column 2nd to last paragraph

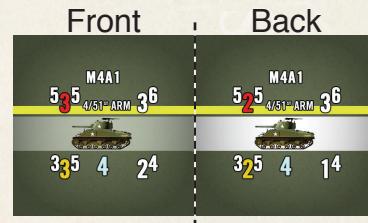
- Change “subtracting the number of hits” to “adding the number of hits”

3.5 Counters

The following Counter Sheets require correction. Replacement counter images have been provided. To make a new counter, please cut out both sides and apply them, front and back, to a section of chipboard or card stock, or mount the correct side of the counter shown below directly to your counter.

Sheet 03 of 04

On the Front of Sheet 03 of 04, in the 4/51st ARM formation units, there are 4 M4A3E8s or “Easy 8s”, that have M4A1 backs or Reduced Side. These M4A3E8 fronts are incorrect and should be M4A1s. Please use the provided Counter Images to replace the 4 Healthy M4A3E8 with Healthy M4A1 counter images to allow their Reduced and Healthy sides to match. You may also use the provided Image to create 4 new counters to replace the incorrect ones.



3.6 Scenarios

The following scenarios have been updated from the Module and Scenario Booklet

Scenario: Roosevelt's Butchers

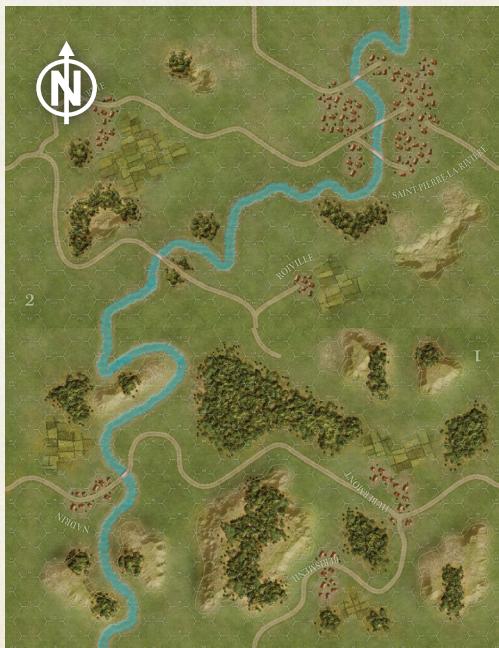
Map 1 should be rotated 180 degrees.
Rivers should connect (North is still in the
correct direction)



Americans setup second

Scenario: Hill of Death

Map 1 should be rotated 180 degrees. Rivers should connect. North is still correct.



Scenario Ambush with a Surprise Americans setup second

Scenario: Clash at the Crossroads

Page 30: Elements of 4-51

Change entering Road hex via K10 to "K11"

Page 31: Under Victory Conditions

Change E6 to E7

Scenario: Erasing the Bulge

American Reinforcements arrive on Turn 3 through hex A6 western map edge of Map 1.

Scenario: Just Beyond the Trees

The German forces should include Germans: - 1x 81mm Mortar

Scenario: A little Tea before we fight

There is noting wrong with this scenario, however, the Map picture should have

been Greyed out in the unplayable areas rather than being blacked out.



Scenario: Objective Vierville

Page 21:Under Playable Area.

Where it says Map B - Should Read Map 2

The the following scenarios have been updated from the Module and Scenario Booklet. Please Note: The Scenario "Frozen and Tired was not included in the Module and Scenario Booklet.

Frozen and Tired

December 19th, 1944

One of the small towns that anchored the outer defenses of Bastogne was Noville. Defended by a mixed armor-infantry team commanded by Major William Desobry and the 1st Battalion of the 506th Parachute Infantry, the Americans withstood attacks from the German 2nd Panzer Division for over 36 hours. – Ralph Ferrari



Americans

Set up first as follows



Germans

Set up second as follows:

Elements of 507th PIR: Set in any woods hex within 2 hexes of K8

- » 1 x HQ
- » 2 x Para Inf
- » 1 x 60mm Mortar
- » 1 x Bazooka
- » 1 x M18 (Attached)
- » 1 x 57mm ATG (Attached)

Elements of CCA: Set up on or west of hex row M

- » 1 x HQ
- » 1 x M4A3E8
- » 2 x M4A1
- » 2 x Arm Inf
- » 1 x HMG
- » 1 x M5 Stuart
- » 1 x 81mn Mortar (Attached)

Support:

- » Four Fate Points

Elements of Kampfgruppe Beck: Set up on or east of hex row Q

- » 1 x HQ
- » 2 x PZ IV
- » 2 x Panther
- » 3 x Arm Inf
- » 1 x HMG

Elements of Kampfgruppe Beck Bravo - section: Enter as per SSR

- » 1 x sHQ
- » 1 x Tiger 1
- » 1 x StuGIII
- » 1 x Arm Inf

Support:

- » One Fate point

1.1 Scenario Essentials

Playable Area

Use Winter (reverse) side of Map 1; hexrow xx1 is the north edge.

Length

Eight turns. Use two End Turn markers in the cup.

Special Rules

1. Kampfgruppe Beck Bravo section's entry point is randomly determined. Whenever Kampfgruppe Beck activates the German player can roll 1D6 for Bravo-section's entry. If the die roll is 1-2 Bravo enters on J1, K1, or L1. If 3-4 – J12, K11, L12. If 5 – U6, or 6 - Bravo section doesn't enter on this roll but the owner can try again on another Kampfgruppe Beck activation.
2. The M18 Platoon can either fire and then use 3 movement points or expend 3 movement points and then fire. When doing so raise the M18 platoons hit number by 1.
3. Medium Snow conditions are in place (10.7).

Victory Conditions

German must control all hexes of HUBERMONT to win. Any other result is an American victory.



Aw, Nuts

December 25th, 1944

After hearing the German terms for the 101st Airborne's surrender, General McAuliffe laughed and said "aw, Nuts." This never-give-up attitude and determination was carried onto the battlefield. Hunkered down in foxholes, cold, surrounded, and low on supplies, members of the 101st Airborne felt they had the Germans right where they wanted them. On Christmas Day in 1944, elements of the US 101st Airborne prepared for the impending attack from elements of the German 15th Panzergrenadier. – Ralph Ferrari



Americans

Setup between hex rows K and M inclusive:



Germans

Enter on Turn 1 via the east edge of the Map:

Elements of 507th PIR:

- » 1 x HQ
- » 6 x Para Inf
- » 1 x 60mm Mortar
- » 2 x HMG
- » 1 x 57mm ATG (Attached)

Support:

- » 4 x Improved Positions
- » The 60mm Mortar has smoke capability

Elements of Kampfgruppe Beck:

- » 1 x HQ
- » 1 x Tiger
- » 1 x Pz-IV
- » 5 x Arm Inf
- » 1 x HMG
- » 1 x 81mm Mortar (Attached)
- » 1 x Beck Formation Marker

Support:

- » 3 x 4⁴ HE Fire Missions
- » The Tiger platoon has Unit Placed Smoke Capability (7.5)
- » The 81mm Mortar has the Factor-2 Smoke Capability (7.5)

1.1 Scenario Essentials

Playable Area

Use Winter (reverse) side of Map 1; hexrow xx1 is the north edge.

Length

Ten turns. Use two End Turn markers in the cup.

Special Rules

1. Hills and Rivers do not exist; treat them as clear terrain in the hex.

- KG Beck begins the game with the first Formation marker selection.
 - Medium Snow conditions are in place (10.7).

Victory Conditions

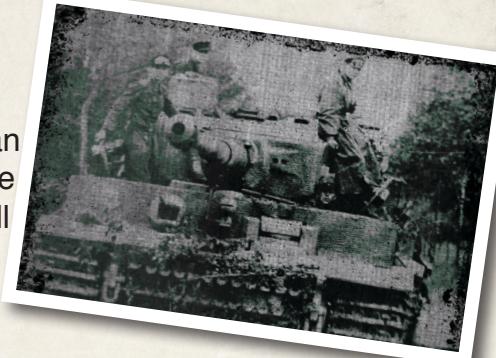
To win, the Germans must exit more than two units via the west edge of the Map (HQs count as an exited unit but the **HMG does not**; Reduced units count as a half) and eliminate three American units (Reduced units do not count). Any other result is an American victory.



The Tigers Still Have Teeth

March 29th, 1945

Combat Command A (CCA) drove into the German countryside after a series of airstrikes. They found the supposedly destroyed German Tigers in their path still very much alive and kicking. – Jim Snyder



Americans

Enters west edge of Board 2:



Germans

Set up first in any hex of Saint-Pierre-la-Rivi  re:

Elements of CCA:

- » 1 x HQ
- » 4 x M4A1
- » 1 x M4A3E8
- » 2 x M5
- » 1 x M-10 (Attached from 73rd Recon)
- » 1 x CCA Formation Marker

Reinforcements: Enters on turn 4 on the west edge of Board 2, in command on turn of arrival.

Elements of CCA:

- » 1 x sHQ

Attached

- » 1 x M26
- » 1 x M36
- » 1 x M18

Support:

- » 3 x Fate Points
- » 1 x P47 close air support mission (Add to the cup at the start of turn 5)
- » 1 x 3⁴ HE fire mission
- » 1 x Smoke fire mission
- » M4A1 and M4A3E8 tanks have smoke capabilities

Pz. Abt. 501:

- » 1 x HQ
- » 3 x Tiger
- » 1 x Wirbel (Attached)
- » 1 x Pz Abt 501 Formation Marker

Reinforcements: Enter on Turn 4 via hex U6 on Map 2; platoon is In Command on arrival turn.

Attached to Pz. Abt. 501:

- » 1 x JPnthr

Support:

- » 3 x Fate Points
- » All tanks have Unit Placed Smoke Capability (7.5)

1.1 Scenario Essentials

Playable Area

Use Winter (reverse) side of Map 2; hexrow xx1 is the north edge.



Length

Ten turns. Use two End Turn markers in the cup. Add a Chaos marker to the cup at the beginning of Turns 4 and 8 only.

Special Rules

1. The American player can choose the first Formation marker, before any marker is placed in the cup.
2. The American M18 was one of the quickest tank destroyers fielded in World War 2. To reflect this, the M18 platoon does not reduce its FP when performing a fire-and-move or move-and-fire actions (4.1), but it does raise its To-Hit number by one for AP and HE attacks.
3. Light Snow Conditions are in place (10.7)

Victory Conditions

Victory Points (VPs) are earned as follows:

- » Each German AFV platoon eliminated: 2 VPs
- » Each American AFV platoon eliminated: 1 VP
- » HQs/sHQs, Wirbel, and P-47 eliminated: 0 VPs
- » Each American full or reduced AFV platoon exited via the east edge of the Map: 2 VPs
- » Each German full or reduced AFV platoon exited via the west edge of the Map: 1 VP

The winning side must have at least 5 VPs.

Decisive:

6 or more VPs than opponent

Marginal:

3 or more VPs than opponent

Draw:

All other scores